

ABSTRACT

A computer-implemented method for managing distribution of games includes:
receiving an E-mail game on a server located at a server site, storing the received E-mail
game at the server site with another previously stored E-mail game, providing access to the
5 E-mail games for retrieval, and sending the first E-mail game, if requested by a player, to a
game player site for initiating an instance of the E-mail game.

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